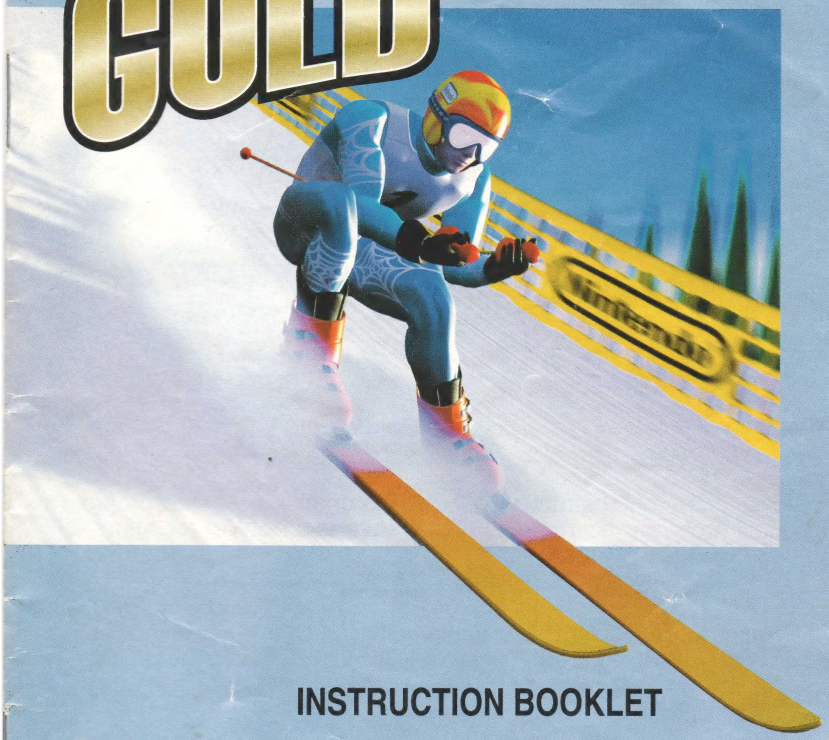
SNSP-AXSP-AUS

WINTER GOLD™



INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the Super Nintendo Entertainment System™ Winter Gold™ game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

Warning: If the POWER is switched ON and OFF repeatedly, the accumulated contents of your Super NES Cartridge may be deleted. Avoid turning the POWER switch OFF unnecessarily (before saving the game) or data may be lost.

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INTRODUCTION

Get a load of this extreme game, Thrasher! The eye-popping, polygon visuals will make your lids throb. The raving tech music will make your lobes dance. Don't worry. Your eyes and ears are safe. They'll experience seventh heaven, 'cause this puppy KICKS everything BUT the bucket!

Here's the deal: Tour the world in circuit competition in six events to win prime medals. Leave a legacy by earning a spot in the record books. Thrash your friends in Competition and Circuit Modes. This game features radical events on the fringe of insanity. It's got DOWNHILL, BOBSLED, LUGE, SNOWBOARD, AERIAL and SKI JUMP!

The 3-D polygon visuals are naughty and the rendered characters are smokin', too! You'll experience stomach-turning ups & downs, body-tweaking twists & turns and chest-compressing thrills & spills. Gravity sucks, doesn't it?

The intense graphics and sounds are seriously consuming. The DOWNHILL event may have you carving turns on your coffee table. The BOBSLED and LUGE events might get you leaning back (all the way, buddy) in your recliner. Give 'em a test-ride.

Check out the freestyle-type events of SNOWBOARD and AERIAL. The exceptional FX^2 chip graphics will suck you right into the game. You may find yourself performing radical tricks off your couch. Don't forget to play the SKI JUMP event, and may I suggest you stay away from the roof.

Glory is yours if you want it, but you have to step out of your comfort zone 'cause this game isn't for wimps!

THE STARTING GATE

Insert the Winter Gold Game Pak into the Super Nintendo Entertainment System. Push the POWER switch to the ON position. Brace yourself! Now, check out the cool demo, or press START to enter the Main Menu.

BASIC CONTROLS

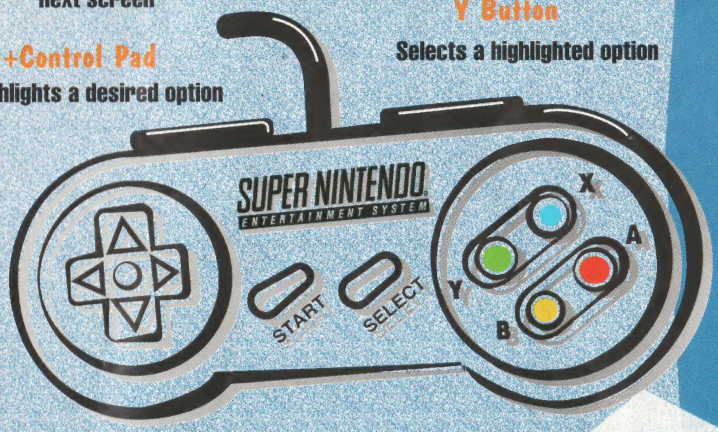
These are the basic controls for navigating through the game's menus:

START
Accepts your selected option and takes you to the next screen

+Control Pad
Highlights a desired option

X Button
Returns you to the previous screen

Y Button
Selects a highlighted option



SELECT
No Functions

L and R Buttons
No Functions

A Button
Selects a highlighted option

B Button
Selects a highlighted option

MODES

When you get to the Main Menu, you get to choose which game play mode you want to play. You can also enter the Options Screen to create or modify players.

PRACTICE

They say that "practice makes perfect." I don't know about perfect, but if you want to strengthen your skills fast, this is the place to do it. Select one of the six events and get to work. Repetition is the key. You won't get any medals, and they won't log your name in the book, so all you "glory-seekers" should blow this hot dog stand. Cruise over to the Compete and Circuit modes if you're interested in warm fuzzies.

In the Practice mode, you select a player and one event. Choose a location and you will practice that event as long as you like.

COMPETE

Enter this area if you want to embarrass your buddy in friendly competition. Awards and recognition are yours for the taking -- so thrash hard! This is a great place to set some personal records.

In the Compete mode, you may select up to eight athletes. If you select only one athlete, you must select a computer-controlled opponent. Select any of the six events and choose the desired location for the competition.

CIRCUIT

This is the place to be! Cruise the circuits and test your skills on a variety of courses. The weather is not always friendly, and you must battle the elements to get the glory. The judges are tight with scoring, but are willing to give awards and recognition to the best performers. Remember to shine your stuff. Good luck, and say "hi" to . . . never mind!

In the Circuit mode, you may select up to two athletes. The game automatically selects your opponents to complete an eight-man competition. If you place in the top three for a given event, you will advance to the next city for additional competition. There are a total of four . . . I mean three . . . cities.

OPTIONS

Enter this area to customize the game. You can look at the best times and scores. You can add a new player's name, remove a player's name or modify an existing player's attributes. You can even turn the music and sound effects ON or OFF.

VIEW PLAYER

This option lets you modify the attributes of a custom athlete. You can change the color of his snow gear and choose the country he competes for. You can also view a custom athlete's personal records or remove the athlete from the game.

ADD PLAYER

This option gives you the authority to create a custom athlete. You can give him a name and colorize his gear. You even get to choose where he's from.

RECORDS

If you end up here, you can check out the best performances for each event in each city. These are the world records, man!

MUSIC

You can turn the music ON or OFF.

SOUND FX

If you want to pretend that you are wearing earmuffs, turn the sound effects OFF or; you could just leave the sound effects ON and wear earmuffs!

EVENTS

SNOWBOARD

OBJECTIVE

Strap on your board and pound out your best Spin, Flip, Grab, Pose or practically any other move that you can think of. Combine moves and rack up the points. Time is limited, so try not to wreck! There are twenty Combos for this event. We've helped you get started with the table to the right. Can you find all of the Combos?

CONTROLS AND SCORING

Ground Moves	How To	Points
Alley-oop	↑, ↗, →, B Button	250
Handplant	↑, ↗, →, Y Button	450
Rail Slide	↓, ↘, →, B Button	450
Slide	Opposite Direction	150

Air-Moves	How To	Points
Spin	←, →	(100x1) (250x2) (450x3) (700x4) (1000x5)
Flip	↑, ↓	(100x1) (250x2) (450x3) (700x4) (1000x5)
Grab	B Button	(100x1) (200x2) (350x3) (550x4) (800x5)
Pose	Y Button	(100x1) (200x2) (350x3) (550x4) (800x5)
Hazardous Grab	Grab held until last moment	750
Hazardous Pose	Pose held until last moment	750

The score of a move is reduced by 30% after you pull it off to give an incentive for variety.

Combos	How To	Points
Megagrab	Grab-Flip-Grab	?
Airhead	Flip-Spin-Flip	?
Supermodel	Pose-Grab-Pose	?
Teaser	Pose-Spin-Flip	?
Sledgehammer	Pose-?-?-?	?
?	?-?-?	?
?	?-?-?	?
?	?-?-?	?
?	Flip-?-?-?	?
?	?-?-?	?
?	Flip-?-?-?	?
?	?-?-?-?	?
?	?-?-?	?
?	?-?-?	?
?	Spin-?-?-?-?	?
?	?-?-?-?-?	?
?	?-?-?-?-?	?
?	?-?-?-?-?-?	?
?	Pose-?-?-?-?-?	?
?	?-?-?-?-?	?

The score of a combo is reduced by 50% after you pull it off.

SKI JUMP

OBJECTIVE

Distance and form are the keys to this event. Maximize your jump and stay in perfect form to soar to a gold medal. Make adjustments quickly and you'll get more style points.

CONTROLS AND SCORING

Starting Gate	• Press ← and → on the +Control Pad in the opposite direction of the meter until it stops
Jump	• Press the B Button just before you take off
Adjusting in Air	• Press ← and → on the +Control Pad
Landing	• Press the A Button for a regular landing
Telemark Landing	• Press ↑, ↓, ↓ and the Y Button at the last moment

There are five judges that rate your jump on style and distance. Each judge gives you a score, up to 20 points, for style and distance. The highest and lowest marks are dropped, and your points are an average of remaining scores. Your style points are combined with your distance points to give you an overall score for the jump. Your score for the event is the combination of two jumps.

BOBSLED

OBJECTIVE

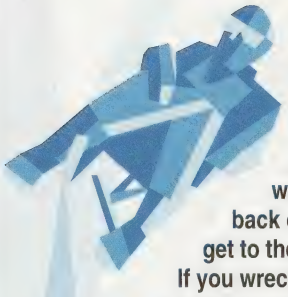
This event is similar to the Luge event. Your objective is to get to the bottom of the course in the fastest time. The course is an icy slide of terror and you must carefully navigate a two-man sled to victory.

CONTROLS

Starting Gate • Press ← and → on the +Control Pad to rock the meter and gain speed

Turning • Press ← and → to keep the sled on the middle line - hitting the side rails will slow you down

LUGE



OBJECTIVE

Pronounced "looj," not "loogey," this event is similar to the Bobsled. A luge course is like a waterslide, except the water is ice. You lay on your back on this little sled-thingy and see how fast you can get to the bottom of the icy death snake they call a course. If you wreck on a waterslide, it's kind of cool. If you wreck on a luge course, it's kind of not cool!

CONTROLS

Starting Gate • Press ← and → on the +Control Pad to rock the meter and gain speed

Turning • Press ← and → to keep the luge on the middle line - hitting the side rails will slow you down

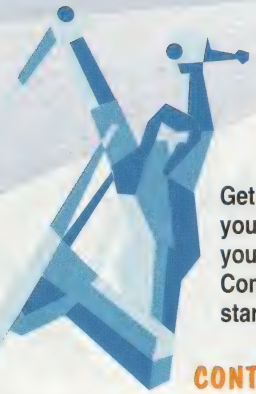
DOWNHILL

OBJECTIVE

Downhill skiers thrive on speed and danger. Ski down the hill as fast as you can. Don't miss the gates, or extra time will be tagged to your finishing time. The green flags are markers and there are three sets of them. When you pass a set of green gates, your current time is displayed in comparison to the fastest time for the current competition.

CONTROLS

Turns	• Press ← and → on the +Control Pad to stay on the middle line
Sharp Turns	• Press L and R Buttons and +Control Pad
Pre-Jump	• Press the B Button just before a hill to avoid air time
Starting Gate	• Press ← and → on the +Control Pad to rock the meter and gain speed



AERIAL

OBJECTIVE

Get your speed up and take off. Flip, twist and kick your way to victory. For optimum results, combine your tricks and hit a good landing. There are fifteen Combos for this event. The table below will get you started. Can you find the rest?

CONTROLS AND SCORING

Moves	How To
Daffy	↑, B Button
Twist	←, B Button
Helicopter	←, →, Y Button
Kosak	→, ↗, ↑, Y Button
Back Scratch	→, ↘, ↓, ↙, ←, B Button
Zudnik	←, ↙, ↓, ↘, →, B Button
Kick	→, ↘, ↓, Y Button
Spread Eagle	←, ↖, ↑, Y Button
Forward Flip Pike	→, A Button
Forward Flip Tuck	→, Y Button
Backward Flip Pike	←, A Button
Backward Flip Layout	←, Y Button

Combos	How To	Score
Terminal Air	Helicopter-Daffy-Twist	9.80
Funkadelic	Zudnik-Twist-Daffy	10.20
Tiny Trouble	Daffy-Spread Eagle-Twist	10.30
Butta'	Zudnik-Back Scratch-Zudnik	15.00
Scratch Attack	Backscratch-?-?	15.00
?	?-?-?-?	15.60
?	?-?-?-?	18.20
?	Kosak-?-?-?	19.70
?	?-?-?-?	20.00
?	?-?-?-?	21.50
?	Backward Flip Layout-?-?-?	21.50
?	?-?-?-?	21.90
?	?-?-?-?	22.10
?	Spread Eagle-?-?-?	23.30
?	?-?-?-?	24.40

THE FINISH LINE

ONE LAST NOTE!

Between events, you will see a Leader Board. This list shows you the current times or scores for the athletes who have competed. This board keeps you informed on the athletes who are in medal contention.

If you're in the Circuit mode, you must place in the top three in order to continue to the next city.

SNOWBOARD POINTS

Combos	How To	Points

AERIAL SCORES

Combos	How To	Points

REV-B

CAUTION

This Nintendo game is not designed for use with any attachment, "back-up" or game altering device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device or attachment carefully to avoid bending, breaking or damaging the connectors and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo distributor.

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REV-G

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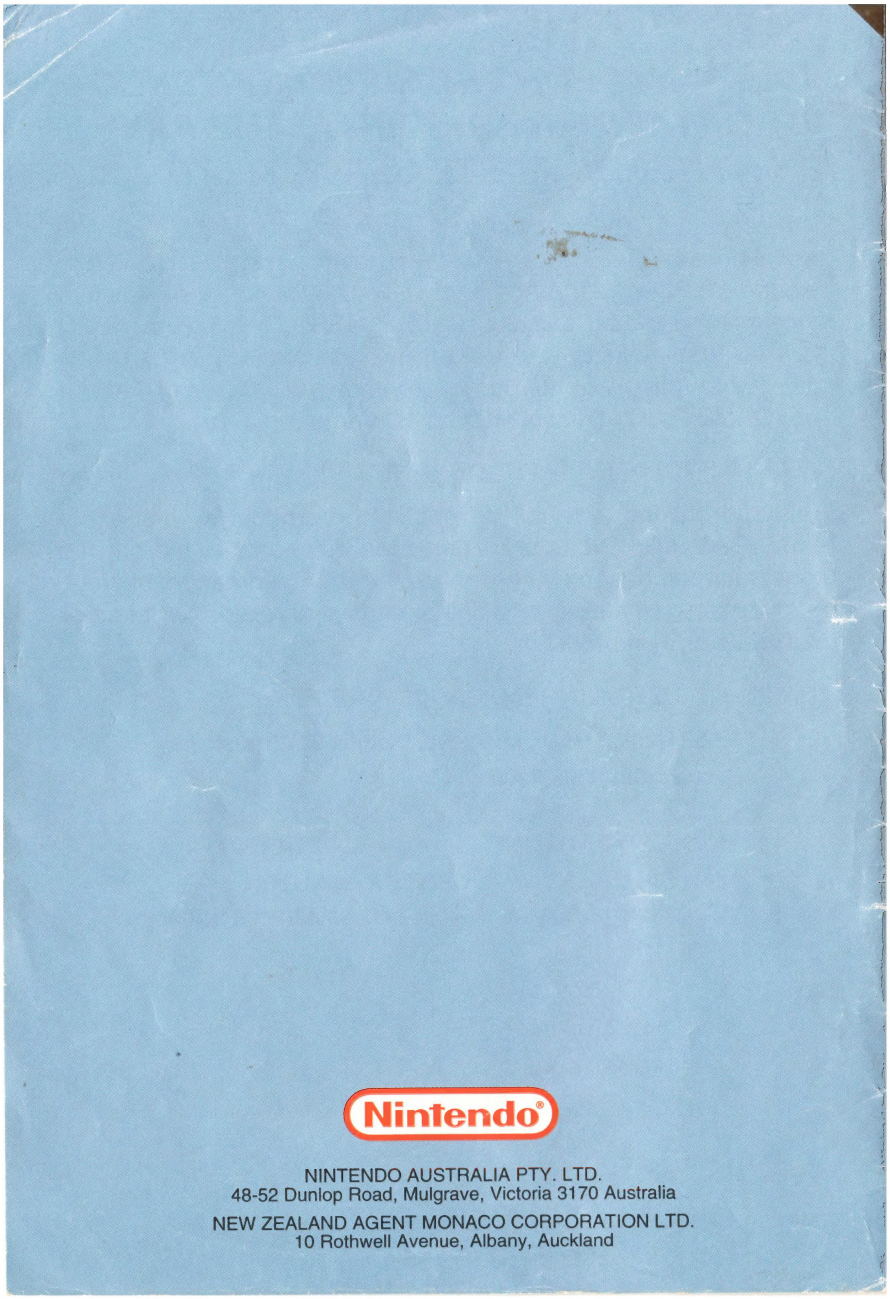

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